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1 A high-speed network interface for distributed-memory systems: architecture and applications
Peter Steenkiste
February 1997 **ACM Transactions on Computer Systems (TOCS)**, Volume 15 Issue 1

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Distributed-memory systems have traditionally had great difficulty performing network I/O at rates proportional to their computational power. The problem is that the network interface has to support network I/O for a supercomputer, using computational and memory bandwidth resources similar to those of a workstation. As a result, the network interface becomes a bottleneck. In this article we present an I/O architecture that addresses these problems and supports high-speed network I/O on dist ...

Keywords: I/O architecture, application-managed I/O, data reshuffling, distributed memory systems, network interface, outboard buffering, protocol processing, resource management

2 U-Net: a user-level network interface for parallel and distributed computing (includes URL)
T. von Eicken, A. Basu, V. Buch, W. Vogels
December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles**, Volume 29 Issue 5
Full text available: 🗎 pdf(1.84 MB)   Additional Information: full citation, references, citings, index terms

3 Trunking of TDM and narrowband services over IP Networks
James Aweya
January 2003 **International Journal of Network Management**, Volume 13 Issue 1

Full text available: 🗎 pdf(418.58 KB)   Additional Information: full citation, abstract, references, citings, index terms

The recent interest in IP as the vehicle for transporting TDM and narrowband services stems from the possibility of using a common transport network for voice, video, and data, and the flexibility with which new services can be introduced. A key step in the evolution of networks towards a 'broadband' IP-based environment is the 'graceful' interworking of the IP networks with the existing networks and services, particularly with the circuit switched telephone network. A &I ...

4 Evaluation of TCP Vegas: emulation and experiment
Jong Suk Ahn, Peter B. Danzig, Zhen Liu, Limin Yan
October 1995 **ACM SIGCOMM Computer Communication Review , Proceedings of the**

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Communications Magazine, IEEE , Volume: 32 , Issue: 3 , March 1994
Pages:86 - 98

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2 **Necessity of an emulator to validate new resources allocation protocols**
Bourgois, M.; Vivier, E.; Terre, M.; Bret, N.; Ridard, B.;
Vehicular Technology Conference, 2001. VTC 2001 Spring. IEEE VTS
53rd , Volume: 4 , 6-9 May 2001
Pages:3049 - 3052 vol.4

[Abstract]   [PDF Full-Text (412 KB)]   IEEE CNF

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3 **EWANT: the emulated wireless ad hoc network testbed**
Sanghani, S.; Brown, T.X.; Bhandare, S.; Doshi, S.;
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IEEE , Volume: 3 , 16-20 March 2003
Pages:1844 - 1849 vol.3

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4 **A slotted CDMA protocol with BER scheduling for wireless multimedia networks**
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Networking, IEEE/ACM Transactions on , Volume: 7 , Issue: 2 , April 1999
Pages:146 - 158

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5 **Data communication in ATM networks**
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Pages:28 - 37

6 A design framework of virtual hardware for 3rd generation medium access control protocol

Sammanee, T.; Kamolpiwong, S.; Chuawong, S.;
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7 Proposal of group resource sharing service by ATM-based regional PC communication network system

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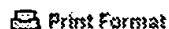- ○ Conference Proceedings
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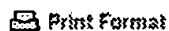
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